

A N O R D I N A N C E

TO AMEND SECTION 16-95, EXEMPTIONS, OF THE CODE OF ORDINANCES OF THE CITY OF GREENVILLE TO AMEND THE HOURS CONSTRUCTION NOISE IS EXEMPTED

WHEREAS, the city of Greenville has experienced an unprecedented increase in infill residential and commercial development in recent years, and the increased development has led to an increase in construction and construction noise in city neighborhoods; and

WHEREAS, the City has acknowledged that infill development presents special conditions and circumstances with the recent adoption of Residential Infill Design Standards; and

WHEREAS, the Code of Ordinances of the City of Greenville currently exempts construction noise from the City's prohibition of noise during daytime hours, which are currently defined as between the hours of 7:00 a.m. and 10:00 p.m.; and

WHEREAS, City Council finds the exemption of construction noise to be negatively impacting the quality of life of some of its residents and has recommended the daytime hours be amended to between the hours of 7:00 a.m. and 9:00 p.m.;

NOW, THEREFORE, BE IT ORDAINED BY THE MAYOR AND COUNCIL OF THE CITY OF GREENVILLE, SOUTH CAROLINA, Section 16-95, Exemptions, of the Code of Ordinances of the City of Greenville shall be amended as follows:

Sec. 16-95. Exemptions. The following noises shall be exempt from the prohibitions of section 16-92, even when they cause a disturbance:

(1) Notwithstanding Section 16-100, ~~The~~ sound produced by construction machinery, heavy duty equipment, and machines and equipment used for construction, repair, cleaning and maintenance of buildings, streets, or public or private premises when operated ~~during daytime hours~~ between the hours of 7:00 am and 9:00 pm. Such devices shall nevertheless be subject to the administrative stop order provisions of section 16-98.

DONE, RATIFIED AND PASSED THIS THE 8 DAY OF SEPTEMBER, 2014.



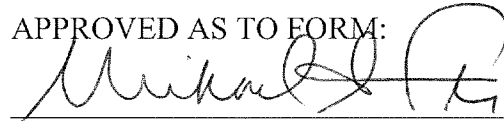
MAYOR

ATTEST:



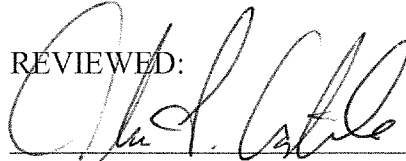
CITY CLERK

APPROVED AS TO FORM:



CITY ATTORNEY

REVIEWED:



CITY MANAGER